

WHAT IS CLAIMED IS:

1 1. A method of operating a gaming device, comprising:
2 6a b1 determining an outcome amount associated with a total number of events; and
3 based on a parameter associated with a player, allocating the outcome amount
4 among the total number of events, wherein the total number of events is greater than one.

1 2. The method of claim 1, wherein the parameter associated with the player
2 comprises at least one of: (i) the outcome amount, and (ii) the total number of events.

1 3. The method of claim 1, wherein the parameter associated with the player
2 comprises at least one of: (i) a payout distribution preference, (ii) a payout frequency
3 preference, (iii) a payout magnitude preference, (iv) a payout location preference, (v) a
4 standard deviation associated with said allocating, (vi) a payout order preference, (vii) a
5 total wager amount, (viii) an event wager amount, (ix) a total time period, (x) a game
6 format, and (xi) a payout currency preference.

1 4. The method of claim 1, wherein the parameter associated with the player
2 comprises at least one of: (i) demographic information, (ii) psychographic information, and
3 (iii) player history information.

1 5. The method of claim 1, further comprising:
2 retrieving a stored indication of the parameter associated with the player.

1 6. The method of claim 1, further comprising:
2 receiving an indication of the parameter associated with the player.

1 7. The method of claim 6, wherein the indication is received from at least one of:
2 (i) the player, (ii) a player device, (iii) a controller, and (iv) an event result server.

1 8. The method of claim 6, wherein said receiving is performed via at least one of:
2 (i) a communication network, (ii) the Internet, and (iii) a telephone network.

1 9. The method of claim 1, wherein said determining comprises receiving an
2 indication of the outcome amount.

1 10. The method of claim 9, wherein said receiving comprises receiving the
2 indication from at least one of: (i) a player device, (ii) a controller, and (iii) an event result
3 server.

1 11. The method of claim 9, wherein said receiving is performed via at least one of:
2 (i) a communication network, (ii) the Internet, and (iii) a telephone network.

1 12. The method of claim 1, wherein said determining comprises retrieving a stored
2 indication of the outcome amount.

1 13. The method of claim 1, wherein said determining comprises randomly
2 generating the outcome amount.

1 14. The method of claim 1, wherein said allocating is performed by at least one of:
2 (i) a controller, and (ii) an event result server.

1 15. The method of claim 1, wherein said allocating is performed by a player
2 device.

1 16. The method of claim 15, wherein the player device comprises at least one of:
2 (i) a personal computer; (ii) a portable computing device; (iii) a personal digital assistant;
3 (iv) a telephone; (v) a wireless telephone, (vi) a pager, (vii) a kiosk, (viii) a point of sale
4 terminal, and (ix) an automated teller machine.

1 17. The method of claim 1, wherein said allocating comprises:
2 selecting a subset of the total number of events; and
3 allocating the outcome amount among the subset of the total number of events.

1 18. The method of claim 1, wherein said allocating comprises:
2 determining a plurality of event outcomes based on the outcome amount; and
3 associating each of the event outcomes with one of the total number of events.

1 19. The method of claim 1, wherein said allocating is based on at least one of: (i) a
2 predetermined formula, (ii) a stored outcome table, and (iii) a random process.

1 20. The method of claim 1, wherein said determining comprises:
2 determining a plurality of outcome amounts associated with a prior total number of
3 events, the prior total number of events being different than the total number of events.

1 21. The method of claim 20, wherein said allocating comprises allocating the
2 plurality of outcome amounts among the total number of events.

1 22. The method of claim 1, wherein said determining comprises:
2 determining a plurality of outcome amounts associated with a prior total number of
3 events, the prior total number of events being less than the total number of events.

1 23. The method of claim 22, wherein the prior total number of events is one.

1 24. The method of claim 1, wherein said determining comprises:
2 determining a plurality of outcome amounts associated with a prior total number of
3 events, the prior total number of events being more than the total number of events.

1 25. The method of claim 1, wherein said allocating comprises associating an event
2 payout amount with at least one of the total number of events.

1 26. The method of claim 25, wherein said allocating comprises associating a
2 plurality of event payout amounts with a plurality of the total number of events.

27. The method of claim 26, wherein at least one of the plurality of event payout amounts comprises a negative amount.

28. The method of claim 25, further comprising:
displaying the event payout amount to the player.

29. The method of claim 25, further comprising:
arranging for the player to provide payment of an amount based on a total wager amount;
revealing the event payout amount to the player; and
arranging for the player to receive payment of an amount associated with the event payout amount.

30. The method of claim 1, further comprising:
arranging for the player to provide payment of an amount based on a total wager amount; and
arranging for the player to receive payment of an amount associated with the outcome amount, wherein the outcome amount is based at least in part on the total wager amount and a random process.

31. The method of claim 1, further comprising:
re-allocating the outcome amount among the total number of events.

32. The method of claim 1, further comprising:
re-allocating the outcome amount among a subsequent total number of events, the subsequent total number of events being different than the total number of events.

33. The method of claim 1, wherein each of the total number of events is associated with an electronic representation of a scratch-off type instant game ticket.

34. A method of operating a gaming device, comprising:
arranging for a player to provide payment of an amount based on a total wager amount;

4 determining an outcome amount in response to the player providing the total wager
5 amount;
6 based on a parameter associated with the player, distributing the outcome amount
7 among a plurality of scratch-off type instant game tickets;
8 revealing to the player a result associated with at least one of the scratch-off type
9 instant game tickets; and
10 arranging for the player to receive payment of an amount associated with the result.

1 35. A computer-implemented method of facilitating instant lottery ticket game
2 play, comprising:

3 arranging for a player to provide payment of an amount based on a total wager
4 amount;

5 receiving, via a communication network, an indication of an outcome amount
6 associated with an original number of lottery tickets;

7 allocating the outcome amount among the original number of lottery tickets;

8 determining a modified number of lottery tickets;

9 re-allocating the outcome amount among the modified number of lottery tickets
10 according to at least one of: (i) a predetermined rule, (ii) a predetermined formula, (iii) a
11 stored outcome table, and (iv) a random process, wherein said re-allocating comprises
12 associating a lottery ticket payout amount with at least one of the modified number of
13 lottery tickets;

14 revealing the lottery ticket payout amount to the player; and

15 arranging for the player to receive payment of an amount associated with the lottery
16 ticket payout amount.

1 36. A game apparatus, comprising:

2 a processor; and

3 a storage device in communication with said processor and storing instructions
4 adapted to be executed by said processor to:

5 determine an outcome amount associated with a total number of events, and

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5 receiving an indication associated with a total payout amount from the controller;
6 receiving from the player an indication associated with a total number of lottery
7 events;
8 based on a parameter associated with the player, allocating the total payout amount
9 among the total number of lottery events;
10 revealing at least a portion of the total payout amount; and
11 arranging for the player to receive, via the payment identifier, payment of the total
12 payout amount.

1 43. A method of facilitating game play, comprising:
2 determining an outcome amount associated with a player; and
3 allocating the outcome amount among a total number of events.

1 44. The method of claim 43, wherein each of the total number of events comprises
2 an instant lottery ticket.

1 45. A method of facilitating game play, comprising:
2 Sub A 31 determining an outcome amount; and
3 based on a parameter associated with a player, allocating the outcome amount
4 among a total number of events.

1 46. The method of claim 45, wherein each of the total number of events comprises
2 an instant lottery ticket.

1 47. A method of operating a gaming device, comprising:
2 determining a plurality of outcome amounts associated with a prior total number of
3 events, the prior total number of events being more than a modified number of events; and
4 allocating the outcome amounts among the modified number of events.

1 48. The method of claim 47, wherein the modified number of events is one.

1 49. A method of operating a gaming device, comprising:

2 determining a series of event results for an original number of events; and
3 allocating the series of event results among a modified number of events, both the
4 original number of events and the modified number of events being greater than one.

1 50. The method of claim 49, wherein the original number of events equals the
2 modified number of events.

1 51. The method of claim 49, wherein the original number of events does not equal
2 the modified number of events.

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1 52. A method of operating a gaming device, comprising:
2 determining a series of event results for an original number of events, each of the
3 series of event results being associated with a value within a predetermined range; and
4 allocating the series of event results among a modified number of events using at
5 least one value outside of the predetermined range.

1 53. A method of operating a gaming device, comprising:
2 determining a series of event results for an original number of events, none of the
3 series of event results being associated with a negative value; and
4 allocating the series of event results among a modified number of events using at
5 least one negative value.